GRAPIP JORXIF SINKUR SALBEN

Sorcerer 14 (Divine Soul) 149,800 EXPERIENCE POINTS PLAYER NAME CLASS & LEVEL Rock Gnome CAMPAIGN or PLAYER ID RACE/ANCESTRY/HERITAGE BACKGROUND

+5 PROFICIENCY BONUS

SAVING THROWS

+1 Acrobatics (Dex)

+6 Arcana (Int) *

+4 Athletics (Str) *

+6 History (Int) *

+1 Insight (Wis)

+1 Nature (Int)

+1 Stealth (Dex)

+1 Survival (Wis)

* Prof. bonus added

PROFICIENCIES & LANGUAGES

Weapons: dagger, dart, light crossbow,

Saving Throws: Constitution, Charisma Skills: Arcana, Athletics, Deception, History, Intimidation, Persuasion Languages: Common, Giant, Gnomish **ENCUMBRANCE** Lifting & Carrying: 120 lbs. max. carrying capacity; 240 lbs. pushing or dragging (speed

quarterstaff, sling

-5 ft.); 240 lbs. max. lift.

Tools: gaming set (Dragonchess)

11 PASSIVE WISDOM

(PERCEPTION)

+10 Deception (Cha) *

+10 Intimidation (Cha) *

+1 Investigation (Int)

+1 Animal Handling (Wis)

ARMOR CLASS INITIATIVE (AC) 11 +1 25 ft.

SPEED

FEATURES, TRAITS & MORE

-1 Strength Saves DEX +1 13

CON

+3

16

INT

+1

12

WIS

+1

12

CHA

+5

20

Armor Worn: none +8 Constitution Saves * +1 Intelligence Saves 100 +1 Wisdom Saves +10 Charisma Saves * Prof. bonus added

HIT POINTS HIT DICE 14d6 **DEATH SAVES:** Success 0 0 0 Fail 0 0 0

WEAPON & UNARMED ATTACKS Basic Attack. One target per Attack action. Quarterstaff. Melee Weapon Attack: +4 to hit, reach 5 ft. Hit: 1d6-1 bludgeoning

damage. (If used two-handed in melee, does 1d8-1 damage.) Dagger. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. 1d4+1 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.)

+1 Medicine (Wis) MAGIC, FEATS & SPECIAL ATTACKS +1 Perception (Wis) Ray Of Frost Cantrip. Ranged Spell Attack: +10 +5 Performance (Cha) to hit, targets one creature or object within 60 ft. range. *Hit:* 3d8 cold damage and +10 Persuasion (Cha) * +1 Religion (Int) target's speed reduced by 10 feet for one +1 Sleight of Hand (Dex)

> **EQUIPMENT & TREASURE** Carried Gear [PHB, p. 143]: two (2) daggers, quarterstaff, set of fine clothes, a signet ring, a scroll of pedigree, a purse. (This load is about 12 lbs.; add 1 lb. per 50 coins carried.)

Coins & Gems: 6,513 gold pieces (gp); 76 silver pieces (sp); 9 copper pieces (cp); 2 gems (worth 500 gp each)

Alignment: Lawful Good. I do what's right as expected by society to promote order and compassion for all.

Noble Background [PHB p. 135] • Traits: Family renown for past sandals Solitary nature.
• Ideal: Destined to rule all.

• Flaw: Tries to buy victories with coin. Rock Gnome Traits [PHB p. 35] • Creature Type: Humanoid Age: 133 years old

• Bond: Favors an ally's family.

• Small Size (3' 2", 38 lbs.) • Gnome Cunning (adv. on Intelligence, Wisdom, Charisma saving throws vs.

Artificer's Lore (History bonus)Tinker (craft devices) Sorcerer Class Features [PHB p. 99, XGtE p.

• Divine Magic (picks spells from Sorcerer and Cleric lists) • Favored By The Gods (one betw. rests, add

2d4 to missed save) • Font Of Magic (use up to 14 sorcery points betw. long rests) • Flexible Casting (use 2 sorcery points for one 1st level spell slot, 3 pts. for 2nd level slot, 5 pts. 3rd level, 6 pts. 4th level, 7 pts.

5th level) • Empowered Healing (for 1 sorcery point, ally within 5 feet rerolls healing dice) • Otherworldly Wings (bonus action to gain 30 feet fly speed until dismissed, incapacitated, death)

Metamagic [PHB p. 101] • Distant Spell (for 1 sorcery point, double range of spell) • Extend Spell (for 1 sorcery point, double spell duration [max. 24 hours]) Quicken Spell (for 2 sorcery points, cast as

bonus action instead of action)

MAGIC SPELLS Spellcasting [PHB p. 201]

Spell Attack Modifier +10 Spell Save DC 18

Cantrips Known: Friends, Light, Mending, Minor Illusion, Ray of Frost, True Strike

Prepared Spells 1st Level (4 slots): Cure Wounds, Magic

Missile, Mage Armor 2nd Level (3 slots): Lesser Restoration, Crown of Madness

3rd Level (3 slots): Remove Curse, Fireball 4th Level (3 slots): Divination, Dimension 5th Level (2 slots): Raise Dead, Cloudkill 6th Level (1 slot): Circle of Death

7th Level (1 slot): Finger of Death

PLAYING THE GAME • The Dungeon Master (DM) describes a scene and players take turns describing

their characters' responses. For ability checks, saving throws, and attack rolls, roll 1d20 + one ability modifier + proficiency bonus (if proficient in task). The higher the total, the better the effort. The DM tracks minimum totals needed for successful results.

• For initiative rolls, roll 1d20 + Initiative (Dex) modifier. Higher totals act before lower totals in the same 6-second round • During a turn, a character or creature may do 1 movement, 1 action and up to 1 bonus action. Between turns, do up to 1

• Advantage: Roll two d20s and use the higher result. Disadvantage: Roll two d20s and use the lower result. On attack rolls only, a "natural 20" is always a critical hit, while a "natural 1" is always

 Saving throws are rolled as needed at any time due to attacks, spells, or hazzards. A character may die if failing three death saves while at 0 hit points, gaining 6 levels of exhaustion, or suffering certain deadly spells and hazzards.

• Specific traits, features, spells, and magic items may create exceptions to any rules.

ACTIONS (1 per turn) • Attack: Roll to hit, melee or ranged. Some

classes and creatures make extra attacks at higher levels with this action. • Cast Spell: If casting time 1 action. • Dash: Double Speed this turn. • Disengage: Avoiding all opportunity attacks while moving; "defensive retreat."

 Dodge: Give attackers disadvantage. • Escape: Try to break free from grapple • Grapple: Special melee attack. • Help: Give an ally advantage on one ability check or attack roll.

• Hide: Stealth allowed only if unobserved.

Ready: Plan to take action as reaction

when trigger occurs. • Search: Perception or Investigation check. • Shove: Special melee attack. • Stabilze: DC 10 Medicine check to aid 0 h.p. dying creature; automatic success if using healer's kit.

• Use Object: Pick a lock, activate magical

item, cover a hooded lantern, etc. • Use Potion: Drink or administer. • Use Shield: Equip or drop a shield. BONUS ACTIONS (up to 1 per turn)

• Offhand Attack: If doing Attack as action,

may make one attack this turn if light

Cast Spell: If casting time 1 bonus action.

weapon in other hand.

• Stand Up: From Prone position/condition, costs half Speed that turn. • Take Cover: At end of move, half cover gives +2 to Armor Class and Dexterity saving throws; three-quarter cover gives +5 AC and Dex saves.

MOVEMENTS (limited by Speed)

 Move: Distance equal to Speed Crawl, Climb, Swim, Squeeze, Move Across

Speed per 5 ft. distance.

• Drop Prone: No cost to Speed.

Difficult Terrain or Move While

Grappling: "Half speed," uses up 10 ft. of

REACTIONS (1 between turns) • Cast Spell: If casting time 1 reaction. • Opportunity Attack: May make one attack if enemy moves out of reach.

• Readied Action: After trigger occurs, else action wasted • Concentration (Maintain A Spell): Ends if

caster starts another concentration spell, or the caster is incapacitated, stunned, unconscious, or killed. If caster takes damage, a Constitution saving throw is needed to avoid immediately ending spell. DC is equal to 10 or half damage taken, whichever is greater. Each hit needs a separate saving throw check. • Interacting With An Object: Generally part of another Movement or Action.

Examples: Draw one weapon, drop a held object, or open an unlocked door.

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[PHB] = Dungeons & Dragons Player's Handbook (5th edition) by Mike Mearls and Jeremy Crawford, published Aug. 19, 2014, by Wizards of the Coast (ISBN-10: 0786965606; ISBN-13: 978-0786965601). **[DMG]** = Dungeons & Dragons Dungeon Master's Guide (5th edition) by Mike Mearls and Jeremy Crawford, published Dec. 9, 2014, by Wizards of the Coast (ISBN-10: 9780786965625; ISBN-13: 978-0786965625). [MM] = Dungeons & Dragons Monster Manual (5th edition) by Mike Mearls and Jeremy Crawford, published Sept. 30 2014, by Wizards of the Coast (ISBN-10: 0786965614; ISBN-13: 978-0786965618). **[ERftLW]** = Eberron: Rising from the Last War by Jeremy Crawford, James Wyatt and Keith Baker, published Nov. 19, 2019, by Wizards of the Coast (ISBN-10: 0786966890; ISBN-13: 978-0786966899). [MOoT] = Mythic Odysseys of Theros by F. Wesley Schneider, James Wyatt, published July 21, 2020, by Wizards of the Coast (ISBN-10: 0786967013; ISBN-13: 978-0786967018). [MToF] = Mordenkainen's Tome Of Foes by Mike Mearls and Jeremy Crawford, published May 29, 2018, by Wizards of the Coast (ISBN-10: 0786966246; ISBN-13: 978-0786966240). **[TCoE]** = Tasha's Cauldron of Everything, published Nov. 17, 2020, by Wizards of the Coast (ISBN-10: 0786967021; ISBN-13: 978-0786967025). **[VRGtR]** = Van Richten's Guide To Ravenloft by F. Wesley Schneider and others, published May 18, 2021, by Wizards of the Coast (ISBN-10: 0786967250; ISBN-13: 978-0786967254). **[VGtM]** = Volo's Guide To Monsters by Mike Mearls, published Nov. 15, 2016, by Wizards of the Coast (ISBN-10: 0786966017; ISBN-13: 978-0786966011). **[WBtW]** = The Wild Beyond The Witchlight by Chris Perkins and team, published Nov. 15, 2016, by Wizards of the Coast (ISBN-13: 978-0786967278).

[XGtE] = Xanathar's Guide to Everything by Mike Mearls and Jeremy Crawford, published Nov. 21, 2017, by Wizards of the Coast (ISBN-10: 0786966114; ISBN-13: 978-0786966110).

Books are available from a gaming store near you. HEY CRITTERS! CRITICAL ROLE SOURCEBOOKS

[TDCS] = Critical Role: Tal'Dorei Campaign Setting by Matthew Mercer, published Oct. 17, 2017, by Green Ronin Publishing (ISBN-10: 1934547840; ISBN-13: 978-1934547847). **[EGtW]** = Explorer's Guide to Wildemount by Matthew Mercer, published March 17, 2020, by Wizards of the Coast (ISBN-10: 0786966912; ISBN-13: 978-0786966912). **[Gunslinger]** = Gunslinger Martial Archetype for Fighters by Matthew Mercer, from https://www.dmsguild.com/product/170778/Gunslinger-Martial-Archetype-for-Fighters [Blood Hunter] = Blood Hunter Class for D&D 5e (2020) by Matthew Mercer, from https://www.dmsguild.com/product/301641/Blood-Hunter-[Maestro] = College of the Maestro - Bard College Option by Matthew Mercer, from https://www.dmsguild.com/product/183630/College-of-

DOWNLOADS

[Basic Rules] = Dungeons & Dragons Basic Rules, available for download from https://dnd.wizards.com/articles/features/basicrules [EEPG] = Elemental Evil Player's Companion, available for download from https://dnd.wizards.com/products/tabletop-games/rpg-

[UA Feb. 2015] = Unearthed Arcana: Eberron (v.1), available for download

[UA May 2015] = Unearthed Arcana: Waterborne Adventures, available for download from https://dnd.wizards.com/articles/unearthed-[UA August 2015] = Unearthed Arcana: Modern Magic, available for download from https://dnd.wizards.com/articles/unearthed-arcana/modern-magic. This site also uses Dan Helmick's My New D20 Modern Campaign conversion notes from his 2015 website article on

[UA May 2018] = Unearthed Arcana: Centaurs And Minotaurs, available for download from https://dnd.wizards.com/articles/unearthed-arcana/centaurs-and-minotaurs [UA March 2021] = Unearthed Arcana: Folk Of The Feywild, available for download from

[UA Oct. 2021] = Unearthed Arcana: Travelers Of The Multiverse, available for download from https://dnd.wizards.com/articles/unearthed-

[TP] = The Tortle Package, see https://dnd.wizards.com/products/tabletop-games/digital-only-rpg-products/tortle-package FREQUENTLY ASKED QUESTIONS | CONTACT (especially about typos, glitches and othre errrors)

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